A supplement to inCider or RUN magazine.

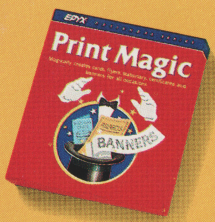
The **Product Catalog** is by far

the most gnarl best

and outrageous!

EPYX®

California Games are totally

radical! 

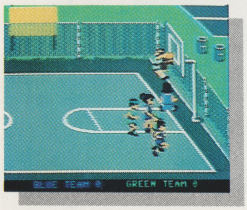
Print Magic. Great

graphics that you can blow up, shrink

and flip! Imaginative fun.

With a full bag of tricks.

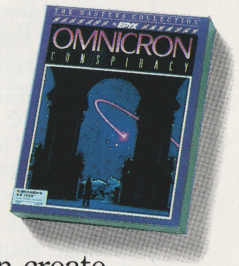
Check it out! The newest Epyx catalog that's guaranteed to jolt your senses. There's everything to choose from like sports games, action, strategy, creativity, graphics, accessories and more!



STREET SPORTS SERIES ...With Basketball, Baseball, and, oh yes, oil slicks, spare tires and broken windows.

CALIFORNIA GAMES ...The gnarliest bunch of games under the sun. Surfing, BMX racing, skateboarding, and other twisted sports from the state of intensity.

MASTERS COLLECTION ... First the challenge of Sub Battle Simulator. Now a space adventure with enough strategic intrigue to make your head orbit. Namely, the Omnicron Conspiracy.



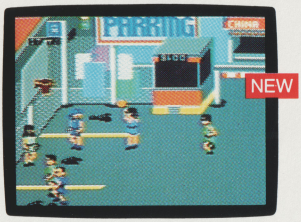
DESIGNER SERIES...We've added an astonishing printing program called Print Magic. With it, you can create inspired cards, banners, certificates, and flyers. With more ease than ever before.

MAXX OUT! SERIES ...The action here is fast and furious. And while the games are easy to play they are awfully hard to stop playing.

That's 10 new Epyx releases in all. And these, together with the rest of our legendary line, should be enough to keep you endlessly entertained.

STREET SPORTS™ SERIES

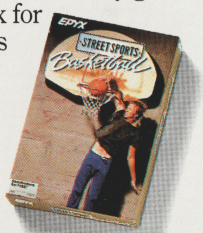
Quite simply, the wiliest bunch of games ever to hit the streets. With all the challenges of real back alley action.



STREET SPORTS™ BASKETBALL

Shoot hoops in dingy playgrounds. Rebound the ball off a chainlink fence. Dribble on the lawn. *Street Sports Basketball* is not like any basketball game you've ever played on a computer. But just like every basketball game you've ever played for real. Tough. Fast. Unbelievably intense. Your challenge: recruit a 3-man team from some of the baddest players on the block. Set up their hook shots. Their power dunks. It won't be easy. But it's right up your alley.

We're not playing around: Now, for a limited time, there's an offer to win a computer-compatible CASIO musical keyboard tucked into every game box. See box for sweepstakes details.

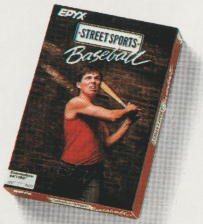


One or two players.
Amiga, Apple II series/compatibles (double high res.), C64/128, IBM PC/compatibles

STREET SPORTS™ BASEBALL

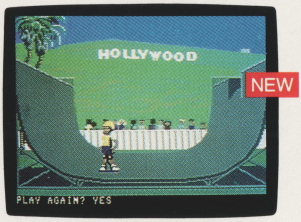
The diamond is makeshift. The bases may be trashcan lids or old spare tires. (Ever heard of stealing the bases *before* the game begins?) And the team is chosen from 16 of the neighborhood's hot hitters and hacks. Each with his or her own level of skill in hitting, fielding, and throwing. Watch the action from above and up close on a radical split-screen. With luck and savvy, it'll be the thrill of victory. Otherwise, it's the agony of the street.

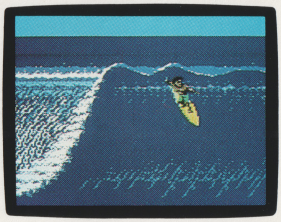
A home run feels better in Reeboks®. Inside every specially marked game box you'll find an instant winner coupon. This could put you into a pair of Reebok athletic shoes.



One or two players.
Apple II series/compatibles (double high res.), C64/128, IBM PC/compatibles

The challenge, should you be plucky enough to accept it, is to play your way around the world. Compete in international athletic contests. And bring home the gold.





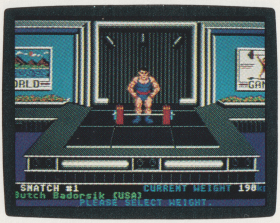
CALIFORNIA GAMES™

Introducing the gnarliest bunch of games under the sun. Games invented on the coast by sun-baked beach bums with a fondness for ripping, grinding, and shredding. Games that take the tradition of the legendary "Games Series," wax it down, and load it on the roof. Try shredding the face of a totally tubular wave. Join the airforce in a BMX bike race. Screech around on skates and then rocket off the skateboard ramp. But this ain't beach blanket bingo: You'll be playing for a big-name sponsor. And prizes include trophies for a single event, with a top prize in overall competition. So get air. Go crazy. Welcome to the state of California.

Wish they all could be California Games. Because inside specially marked game boxes is a chance to win radical prizes like Ocean Pacific T-shirts and watches, NHS Santa Cruz skateboards, CASIO diver watches and computer-compatible musical keyboards, Costa Del Mar sunglasses, Spinjammer flying disks and Kawasaki jet skis.

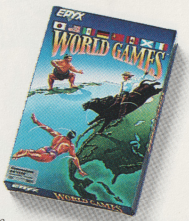
One to eight players.
Amiga, Apple II series/compatibles (double high res.), IIGS, C64/128, IBM PC/compatibles

GAMES™ SERIES (con't)

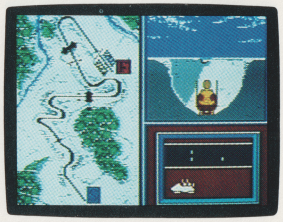


WORLD GAMES™

You may be just a hop, skip, and a pole vault away from the World Title. But first: you must prove yourself worthy. To Mexico, then, for the cliff diving contest. On to Canada for the treacheries of log rolling. Then, France, where you'll ski the giant slalom. In Japan, you'll go stomach to stomach with a 400 lb. sumo wrestler. Jump barrels in Germany. Lift weights in Russia. And then it's bull riding in the U.S. 8 events. 8 countries. Are you ready to go the distance?



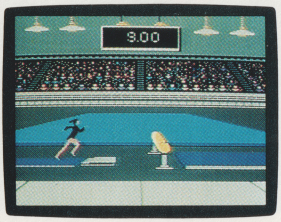
One to eight players.
Amiga, Apple II series/compatibles (double high res.), IIGS, Atari ST, C64/128, IBM PC/compatibles



WINTER GAMES®

The games open with official ceremony, complete with national anthems, and accelerate rapidly from there. Down the icy tube of the bobsled run, for example. Or off the lip of the nordic ski jump. You'll fly through the hot dog aerials. Choreograph a complete figure skating routine. Or test your endurance in the biathlon. It's the challenge of seven true-to-life winter events. And with action this chilling, it's no wonder that *Winter Games* continues to be a smash hit.

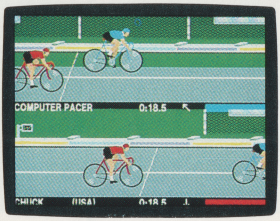
One to eight players.
Amiga, Apple II series/compatibles (double high res.), IIGS, Atari ST, Atari 2600 and 7800, Sears Tele-Games Video Arcade systems, C64/128, IBM PC/compatibles, MAC



SUMMER GAMES®

Okay. Here's a game that will really challenge your track record. To say nothing of your swimming and skeet shooting abilities. It's eight Herculean events in all. Launch yourself over the high-bar. Pull off a half-pike dive. Or vault to new gymnastic heights. It's all in a day's workout for a world-class athlete. Fortunately, the exciting graphics and superb sound effects make the practice bearable. And practice, of course, makes perfect 10s.

One to eight players.
Apple II series/compatibles, Atari 800/130 series, Atari 2600 and 7800, Sears Tele-Games Video Arcade systems, C64/128

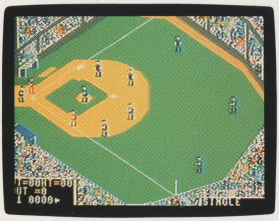


SUMMER GAMES II®

More fun and games in this enormously popular series. Here, before you can get your hands on the gold, you'll have to get them on a javelin. And throw. Then, throw yourself into the air for the triple jump and the high jump. You'll also have to be world-class at rowing, fencing, cycling, kayaking, and equestrian events. With record-breaking, fully animated graphics. National anthems from 18 countries. And opening ceremonies and awards ceremonies guaranteed to thrill.

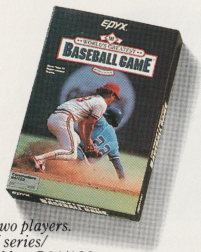
One to eight players.
Apple II series/compatibles, C64/128, IBM PC/compatibles

SPORTS GAMES



THE WORLD'S GREATEST BASEBALL GAME®

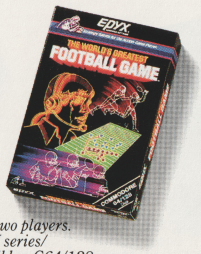
Always a big hit. Now enhanced with all the current stars, improved graphics, and mind-boggling baseball trivia questions. Match the classic players against a recent World Series or All-Star Team, 1984-85 team, or dream team of your own creation. Use actual stats to determine the lineup. Then watch the action unfold against an opponent, or the computer.



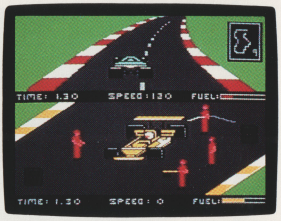
One or two players.
Apple II series/
compatibles, C64/128,
IBM PC/compatibles

THE WORLD'S GREATEST FOOTBALL GAME®

Strategy. Action. Three views of the field. You can almost taste the mud. Finally, a football game that not only lets you play on the field, but also coach on the sidelines. Use the "Playbook" or design your own offensive/defensive plays. Then grab the joystick and put your strategy to the test. Run a sweep. Make a tackle. Throw a pass or kick a field goal.

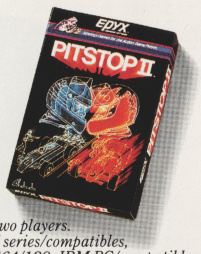


One or two players.
Apple II series/
compatibles, C64/128



PITSTOP II®

The first auto race that gives you the chance to go bumper-to-bumper against your opponent on different race tracks all over the world. But of course, the real race is against the clock. So racing strategy, as well as crew speed and performance are critical. And if you want to run in the fast lane, you'll have to bypass the pits.

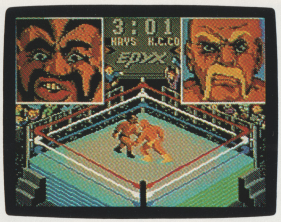


One or two players.
Apple II series/compatibles,
Atari, C64/128, IBM PC/compatibles

SUPER CYCLE®

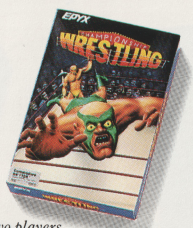
You can barely hold on. At 180 mph, the torque is incredible. The wind is practically pulling your face right off your head. The scream of the other bikes is deafening. No. Terrifying. But you can't stop. Not now. You're hooked on velocity and adrenalin. So you bank into a turn. Bump another cyclist off the road. And swerve to avoid an ugly crash and burn. Why, if this game were any more realistic, you'd need insurance to ride it.

One player.
Atari ST, C64/128

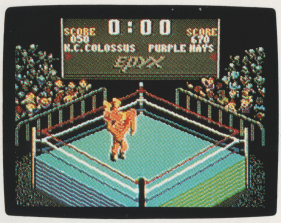


CHAMPIONSHIP WRESTLING™

Here they are. The nastiest, meanest, most colorful rowdies ever to hit the canvas. Eight human trash compactors in all. Each with his own disgusting personality. There's K.C. Collossus, capable of turning victims into waste matter. Or Prince Vicious, who'll get a lock on you and...well, you get the idea. (And just as ugly: the crowd, who will egg you on, or simply throw eggs.) Use leg drops, spin kicks, body slams, rope bouncing, a flying drop kick



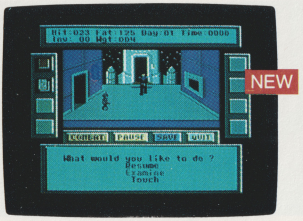
One or two players.
Apple II series/compatibles (double high res.), Atari ST, C64/128



(that one could easily change your lifestyle), a suplex, an airplane spin, even the infamous atomic drop to mangle these brutes. You'll have over 25 bonecrushing moves to throw them from the ring. Slam them to the mat. Or merely bring them to their broken kneecaps. But remember: these guys use every dirty trick known to man—and a few that aren't. So you'll have to use your poor battered head to win the coveted Championship Wrestling Belt.

THE MASTERS COLLECTION™

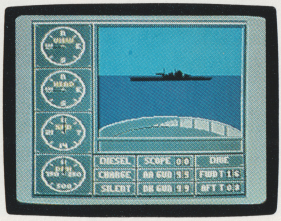
A line of adventures and simulations so sophisticated they are recommended for the advanced game player. Players who appreciate detail and authenticity. Who relish challenge. Who laugh at adversity. This is the serious stuff.



OMNICRON CONSPIRACY™

There is life in the universe so intelligent it can stump you for weeks. For as Captain Ace Powers of the Star Police, you must investigate the phenomenon that transported a renegade starship ten lifetimes away. Instantaneously. It's a search that involves a multitude of interactive characters. A planet-sized computer. High-tech weaponry. And enough strategic intrigue to make your head orbit. So, in the process of investigating the Omnicron mystery, you'll explore another rather awesome area of space. The one between your ears.

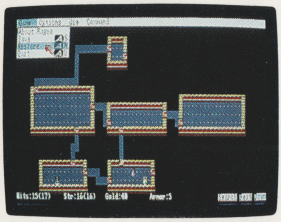
One player.
Apple II series/compatibles (double high res.), C64/128, IBM PC/compatibles



SUB BATTLE SIMULATOR™

There've been other sub simulations. But none with the degree of authenticity, gut-wrenching action or historical accuracy of this one. It's got over 200,000 nautical miles to patrol. 60 missions. And any one of six types of American subs or German Kriegsmarine U-Boats to command. You'll be responsible for navigation, radar, and a fiery arsenal. You'll engage in missions ranging from "seek and destroy" to "rendezvous" and "patrol" to the most difficult objective of all: to make it through the entire war.

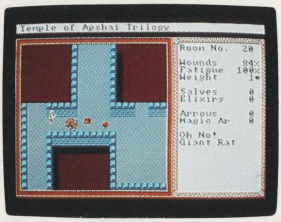
One player.
Amiga, Apple II series/compatibles, IIGS, Atari ST, C64/128, IBM PC/compatibles, MAC



ROGUE™

One of the great underground adventures of all times. With 26 ominous levels. And one daunting truth: the game is never the same twice. So forget mapping. And concentrate on the maze monster just ahead. Or keep your eyes peeled for trap doors and deadly darts. Your mission is to descend into the Dungeon of Doom, recover The Amulet of Yendor, and make it back to Level 1 with your enchanted sword intact. But be warned: what goes down in this game does not necessarily come back up.

One player.
Amiga, Atari ST, IBM PC/compatibles, MAC



TEMPLE OF APSHAI TRILOGY™

Welcome to the world of Apshai, the lost culture beneath the Sahara. A culture that makes "Dune" look like a day at the beach. For to get to the bottom of this trilogy you'll have to descend through 12 hellish levels of mazes. And pass through 600 rooms inhabited by skeletal bats, ghouls, and zombies. Solve the *Temple of Apshai,* and it's on to the impossible challenges of the *Upper Reaches of Apshai.* Finally, there's a desert journey into mythical Egypt in *The Curse of Ra.* Includes an 80-page booklet on Apshai lore.

One player.
Amiga, Apple II series/compatibles, Atari 800/130, Atari ST, C64/128, IBM PC/compatibles, MAC

DESTROYER™

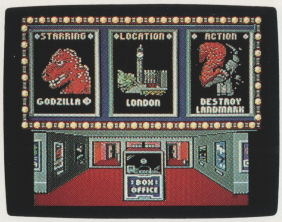
You're the Captain of the deadly Fletcher Class Destroyer. Somewhere in the Pacific. Sometime during World War II. On deck are 9 battle outposts at your command. Man one of them or take control of all. Torpedoes, anti-aircraft guns, and depth charges stand at the ready. As do the destroyer's radar, navigation, and sonar capabilities. So, what will it be this time? A seek and destroy sub hunt? A convoy escort? Or just a nice little round of shelling?

One player.
Amiga, Apple II series/compatibles (double high res.), IIGS, C64/128, IBM PC/compatibles

JET COMBAT SIMULATOR®

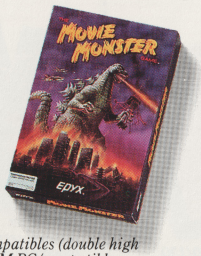
So this is what they mean by the right stuff: an authentic, aerodynamic McDonnell Douglas F-15 Eagle. Equipped with the latest on-board avionics and a computer co-pilot. (Seat belts not included, though the action's realistic enough to warrant them). You'll intercept enemy aircraft at 30,000 feet. Attempt night landings in 50 mph crosswinds. And take on enemy ace pilots in furious, eyeball-to-eyeball dogfight action. See you in the stratosphere.

One player.
C64/128



THE MOVIE MONSTER GAME™

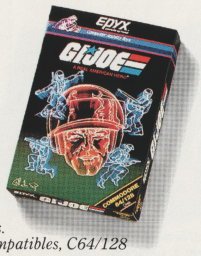
Take on the role of *Godzilla*© or any of five other unsavory creatures. And then go out and wreak a little havoc. Trample a landmark. Eat a tank. Gobble up Paris, and then polish off the Big Apple. Why, your breath alone could scorch the Golden Gate Bridge. Be warned though: those pesky humans have a few nasty tricks of their own. So expect to fend off helicopters, the Armed Forces, and a nuke or two before you can do Moscow for lunch.



One player.
Apple II series/compatibles (double high res.), C64/128, IBM PC/compatibles

GI JOE®

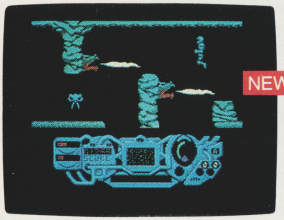
Your average Joe might not be able to handle missions this daring. So we've created 16 commandos. Each with his specialty. First, you'll check the computerized world hot-spot map for areas of *Cobra*® activity. Then, dispatch the commando best suited for the mission. Deploy your man for ground maneuvers or hand-to-hand combat. With the right strategy, he'll complete his mission and become a real American hero.



One or two players.
Apple II series/compatibles, C64/128

MAXX OUT SERIES™

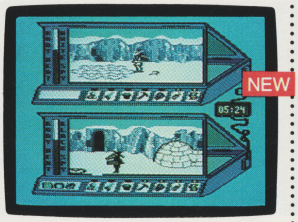
Gentlemen, start your fingers: The action here is fast and furious. And while the games are easy to play, they're awfully hard to stop playing.



RAD WARRIOR™

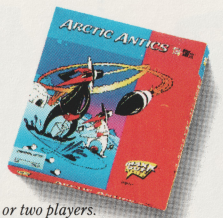
The human race is enslaved by tyrant aliens. Patrol drones range the blasted landscape. And it's nuclear winter all year round. You are Tal, the chosen adventurer. The only hero capable of deactivating the aliens' nuclear generator. But first, you'll need to collect the ancient flying armor that will mean the difference between life and half-life.

One player.
Apple II series/compatibles (double high res.), C64/128, IBM PC/compatibles

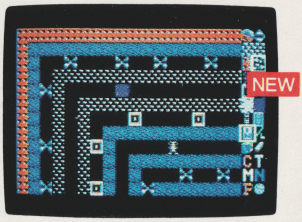


ARCTIC ANTICS™: SPY VS. SPY III™

Two supercool spies straight from the Joke and Dagger Department of MAD Magazine. A single-seat escape rocket. And miles of bobbing icebergs in between. It's a slippery, sloshy race for time through the arctic's chilly booby traps. For, in the end, only one spy will come in from the cold. And the other? Well, anyone for Spysicles?



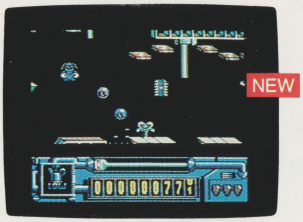
One or two players.
Apple II series/compatibles (double high res.), Atari 800/130, Atari ST, C64/128, IBM PC/compatibles



BOULDER DASH™ CONSTRUCTION KIT™

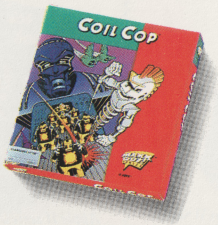
You *Boulder Dash* fanatic you. Thought by now you'd have had enough of these blasted caverns. But then, raw diamonds do have a rather unavoidable appeal. And this time, you'll be able to construct your own den of doom. But be warned: the amoebas are still there. Oh—and do be careful of those blasted boulders. Suffocation is such a nasty way to go.

One player.
Apple II series/compatibles (double high res.), Atari 800/130, Atari ST, C64/128, IBM PC/compatibles

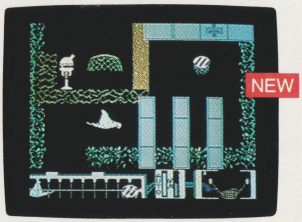


COIL COP™

Coil Cop. The last remaining plaything to survive a toy factory takeover by a master computer gone haywire. A computer intent on building hideous, deadly toys. To stop these vile mutants, you'll have to bounce your way through a dangerous array of tunnels and rooms until you find the equipment you need to shut down the operation.

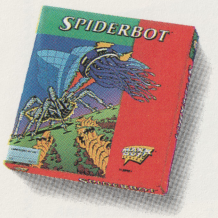


One player.
C64/128



SPIDERBOT™

What with the nearby electrochemical plant pumping out radioactive repellent, you'd better get off your web and do something fast. Out there are the parts you need to become Spiderbot, a deadly fighting machine. But you'll have to net a few stingers, rock hoppers, and big borers with your dreaded web first.



One player.
C64/128

DESIGNER SERIES™

Imaginative software designed to help you design. At home. At school. Or in small business.

Uncle Sam wants you to come this party!
Jet into act and get yo summer fu
at the third annual
BEACH BOARD PARTY
DARE TO ENTER
BOBS ROOM

PRINT MAGIC™

Create inspired cards, flyers, certificates, stationery, and banners with virtually no restriction. Position graphics and text anywhere on the page. Automatically flip, invert, or enlarge graphics up to 6 times. Zoom in close. Or pull back to see the entire page. With *Print Magic*, what you see is what you get. So everything you print out will be exactly what you have in mind. You can draw from a huge image bank of beautifully detailed art. Import graphics from the *Epyx Graphics Scrapbooks*,™ Print Shop™ compatible graphics disks, and popular paint programs. Or use the complete set of art tools (including 24 paint brushes) to draw automatic geometric shapes or freehand.

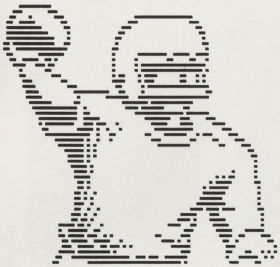
Happy holidays: In every *Print Magic* box, we'll include a free graphics disk with holiday graphics.

Apple IIe/c/GS, IBM PC/compatibles

CREATE A CALENDAR™

A simple, powerful tool for designing daily, weekly, monthly or annual calendars in moments. With over 100 compelling graphics, borders, or fonts. Or draw from the *Epyx Graphics Scrapbooks*™ or Print Shop™ compatible graphics disks. Add detailed notes and graphics to any day. Automatically schedule regular events. Or call up any year from 1753 through 9999.

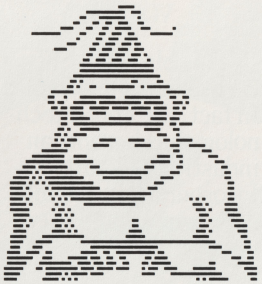
Apple II series/ compatibles, C64/128, IBM PC/compatibles



GRAPHICS SCRAPBOOK™ CHAPTER I: SPORTS

Not all graphics disks are created equal. And we've got the pictures to prove it. In our *Scrapbook* collection, you'll find dozens of impressively drawn images on different themes. This one for sports fans includes over 100 hard-hitting sports graphics. With every sport, mascot and trophy you'd ever hope to score.

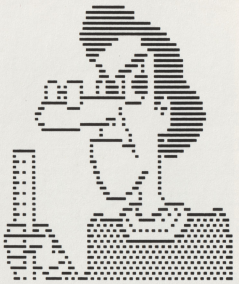
Apple II series/ compatibles, C64/128, IBM PC/compatibles



GRAPHICS SCRAPBOOK™ CHAPTER II: OFF THE WALL

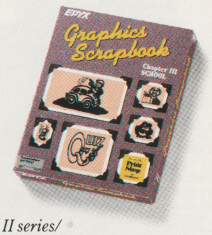
You'd have to be crazy to like these pictures. Or at least a little strange. Over 100 wacko, zany, outrageous images. High tech. Holidays. Punkers and punks. Bizarre animals. Your very favorite body parts. If you've dreamed it, laughed it, feared it... dare we go so far as to say, loved it...you'll find it here.

Apple II series/ compatibles, C64/128, IBM PC/compatibles



GRAPHICS SCRAPBOOK™ CHAPTER III: SCHOOL

This ought to draw the attention of students and teachers alike. With over 100 graphics, fonts, borders and full-panel displays on everyone's favorite subject: school. Covers the angles from geometry to drivers' ed. From raising funds to raising the roof. Cheerleaders, finals, graduation, the prom—they're all here.



Apple II series/ compatibles, C64/128, IBM PC/compatibles

ACCESSORIES

FAST LOAD CARTRIDGE™

A Commodore must-have: it loads virtually any piece of commercial software up to 5 times faster than normal. Just plug it into the cartridge port of your Commodore 64 or 128 and the *Fast Load Cartridge* goes to work automatically, loading disks in an instant with just two keystrokes. It can also copy a single file or a whole disk. Send your special commands to the disk drive. List your directories. Why, it even includes a full assembly language monitor.

C64/128

VORPAL™

This blazing utility helped make us famous. In fact, the *Vorpal* technology has become an industry standard. Incorporate *Vorpal* into your own unprotected programs and they'll run an unbelievable 25 times faster than normal. It will format a disk in 20 seconds, instead of minutes. Align the head of your 1541 drive for faster, smoother operation. It'll even recover those important files you've lost or erased by mistake.

C64/128

PROGRAMMER'S BASIC TOOLKIT™

With this one utility, even a novice can create and edit computer games, animations and full-blown business graphics with just a little drawing, cutting and pasting. Among its many tools are circles, boxes, lines and fills. *Toolkit* gives you the power and versatility of assembly language programming, but the simplicity of BASIC commands that are not included with Commodore's resident language or even BASIC 7.0.

C64/128

THE EPYX 500XJ® JOYSTICK

From the moment you fire up the *Epyx 500XJ*, you'll know this is no ordinary joystick. This is serious. The *500XJ* scores significantly higher, faster and easier than any stick ever made. Because, quite frankly, it comes with more features than any stick ever made. Like a grip that fits in the palm of your hand. Trigger finger firing. And one of the best warranties in the business. Which makes the simple promise that no matter how many times you use the *Epyx 500XJ Joystick*, there's only one thing you're ever going to break: your previous records.

C64/128, VIC 20, Amiga, all Atari computers, including the ST, 2600 and 7800, Sears Tele-Games Video Arcade systems, Apple II series/compatibles, IBM PC/compatibles, Sega, Nintendo.

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COMPUTER COMPATIBILITY

	Amiga	Apple II Series/ Compatibles	Apple IIGS	Atari 800/130	Atari ST	C-64/128	IBM PC/Compatibles	MAC	Atari 2600/7800 Sears Tele-Games Video Arcade
SPORTS GAMES									
Street Sports Basketball	●	●				●	●		
Street Sports Baseball		●				●	●		
California Games	●	●	●			●	●		
Winter Games	●	●	●		●	●	●	●	●
World Games	●	●	●		●	●	●		
Summer Games		●		●		●			●
Summer Games II		●				●	●		
The World's Greatest Football Game		●				●			
The World's Greatest Baseball Game		●				●	●		
Championship Wrestling		●			●	●			
Super Cycle					●	●			
Pitstop II		●		●		●	●		
ACTION-STRATEGY									
Rogue	●				●		●	●	
Temple of Apshai Trilogy	●	●		●	●	●	●	●	
Omnicron Conspiracy		●				●	●		
Sub Battle Simulator	●	●	●		●	●	●	●	
Destroyer	●	●	●			●	●		
Jet Combat Simulator						●			
Movie Monster		●				●	●		
G.I. Joe		●				●			
Arctic Antics Spy vs Spy III		●		●	●	●	●		
Boulder Dash Construction Kit		●		●	●	●	●		
Rad Warrior		●				●	●		
Spiderbot						●			
Coil Cop						●			
CREATIVITY-GRAPHICS									
Print Magic		●					●		
Create A Calendar		●				●	●		
Graphic Scrapbook I: Sports		●				●	●		
Graphic Scrapbook II: Off The Wall		●				●	●		
Graphic Scrapbook III: School		●				●	●		
ACCESSORIES									
Fastload						●			
Vorpal Utility Kit						●			
Programmer's Basic Tool Kit						●			
500XJ Joystick:	*Compatible with Commodore 64/128, and VIC 20, Amiga, all Atari computers including the Atari ST, Atari 2600 and 7800, Sears Arcade Games, Apple II, IBM PC and compatibles, Sega and Nintendo.*								

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